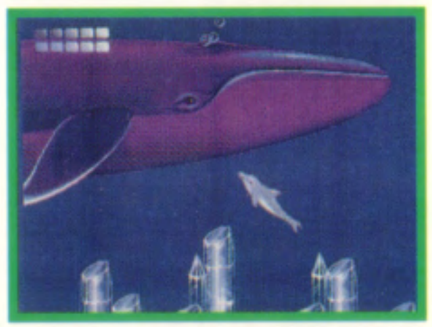
# ECCO THE DOLPHIN™

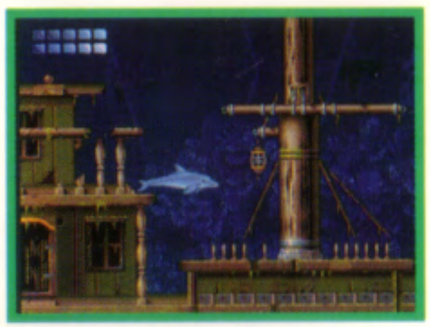
**T**ackle all the bold adventure of Ecco The Dolphin transformed by the brilliance of Sega CD™. Leap and dive through incredible sea animations to magical undersea music and sounds!

★



**S**ubmerge yourself in QSound™! With stereo hookup, you'll be surrounded in waves of 3-D sounds! And Ecco CD features an original CD-quality soundtrack.

★



**E**xplore over 30 levels of lethal dangers -- including frenzied sharks, stinging jellyfish and deadly rip tides.

Sega, Sega CD, Welcome to the Next Level, Ecco the Dolphin, Sonic CD, Sonic The Hedgehog and all related characters are trademarks of SEGA. QSound is a trademark of Archer Communications, Inc. Manufactured under license from QSound Ltd. © 1990 Archer Communications, Inc. This game is licensed by Sega for home play on the Sega CD system only. Unauthorized copying, reproduction, rental, public performance or broadcast of these games is a violation of applicable laws. © 1993 SEGA, 3335 Arden Road, Hayward, CA 94545. All rights reserved. Programmed in Japan. Made, printed, and music composed in the USA.

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076/ 4,026,555; Europe No. 80244; Canada Nos. 1,183,276/1,082,351; Hong Kong No. 88-4302; Germany No. 2,609,826; Singapore No. 88-155; U.K. No. 1.535,999; France No. 1,607,029; Japan Nos. 1,632,396/82-205605 (Pending)

4407

GA CD™

# SONIC CD™

OFFICIAL SEGA SEAL OF QUALITY

SEGA™

Rated by V.R.C.
GA
Appropriate for all audiences.
General Audiences

# Warnings

**READ BEFORE USING**
**YOUR SEGA VIDEO GAME SYSTEM**

## Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

## Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

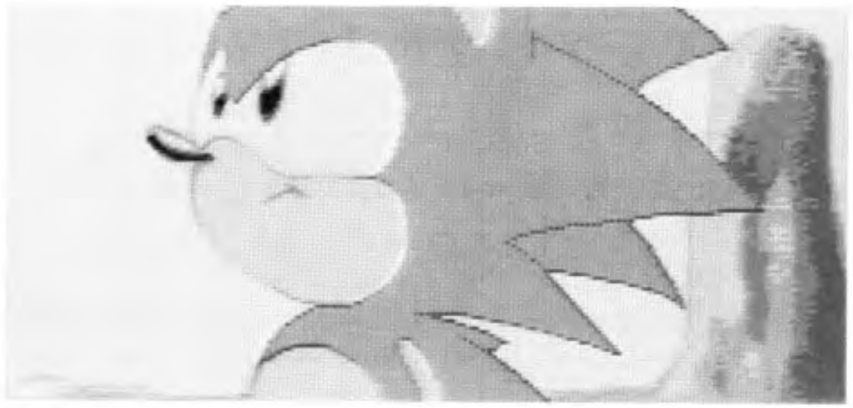
## About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

# Contents


A World That Defies Time! ..... 2
Setting Up the Game ..... 4
Setting Up for QSound™ ..... 5
Getting Started ..... 6
Take Control! ..... 7
Sonic's Super Stunts ..... 8
Race for the Rings! ..... 9
Super Items ..... 10
The Time Warp ..... 11
Zoom Through the Zones! ..... 12
The Special Stage ..... 15
Settling the Score ..... 17
Game Over/Continue ..... 17
Time Attack ..... 18
High-Speed Hints ..... 20

# A World That Defies Time!



"Sonic, where are you going now?"

Sonic the Hedgehog looked over his shoulder at Princess Sally, the young hedgehog who was racing hot on his heels.

"To Never Lake," he called back.

"Why Never Lake?"

Sonic slowed down a little so he could explain. "Ever heard of the Little Planet?"

"Isn't that the tiny world that orbits around Mobius?" Princess Sally asked. "The one with the special stones that alter time and change everything around them? I heard that the planet's full of places that are completely ignored by the passage of time!"

"Yeah. On the last month of every year, the Little Planet appears over Never Lake. It's that time now, and I'm going to check it out. I bet space travel will be exciting!"

"With all those Time Stones, I bet you'll try to outrun time itself!" Princess Sally sighed in adoration.

Sonic didn't reply. He just smiled, eyes gleaming.

When they arrived at Never Lake, the Little Planet was there as expected. But something was wrong. Where there should have been tall trees and bright flowers, there was nothing but dry sand and jagged rocks. The Little Planet was tethered to a rock with a huge chain, and its surface was covered with twisted, gleaming metal.

"What happened?" Princess Sally wondered.



Before Sonic could reply, something whooshed over them. Princess Sally shrieked as she was snatched up, and she and her captor vanished in a blue streak of light!

"What the—PRINCESS SALLY!"

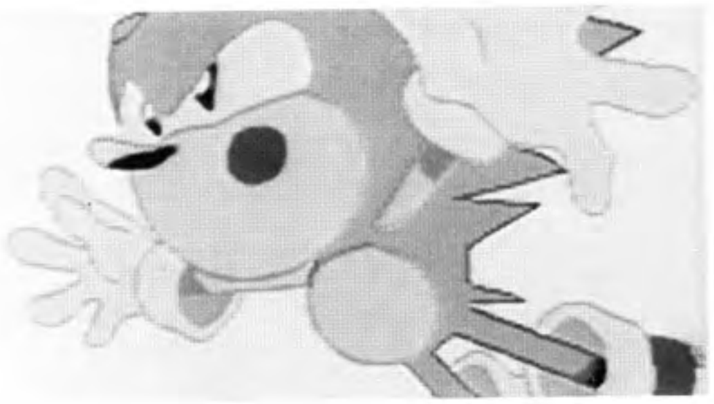
It didn't take long for Sonic to realize what had happened. "This has to be one of Dr. Robotnik's tricks!"

Indeed it was! Upon discovering the location of the Little Planet, the evil Dr. Robotnik and his robot cronies had immediately set about converting it to a giant fortress. When Robotnik saw Sonic approaching, he had dispatched his prize creation, the Metal Sonic, to grab Princess Sally and lure his arch enemy into danger.

"How convenient!" Robotnik crowed, bouncing about like a malicious rubber ball. "This time my scientific expertise will crush you! Once all the Time Stones are in my hands, I'll be able to manipulate time and conquer the world! HO, HO, HO, HO!"

Sonic stood on a rock and thought. Robotnik had control of the Little Planet. He had Princess Sally, and soon he would have the Time Stones . . . but not if Sonic got to them first!

His adventure on the Little Planet was going to be more exciting and dangerous than he'd planned. It was time to get a move on!



# Setting Up the Game

1. Set up your Sega CD and Sega Genesis™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo appears.

   **Note:** If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.
3. **If you have an original Sega CD model,** press the **Reset** button to open the disc tray. Place the *SONIC THE HEDGEHOG CD* compact disc into the disc tray, label side up. Press the **Start** button to close the tray.

   **If you have a new Sega CD model,** press the **Open** button on the Sega CD console to open the CD door. Place the *SONIC THE HEDGEHOG CD* compact disc into the disc tray, label side up. Close the CD door.
4. If the Sega CD logo is on screen, press **Start** to begin the game. If the Control Panel is on screen, move the cursor to the **CD-ROM** button and press **Button A**, **B** or **C** to begin.

   **Note:** If the *SONIC THE HEDGEHOG CD* disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.

## Sega Gameplay Hotline

**1-415-591-PLAY**



# Setting Up for QSound

QSound Virtual Audio is a revolutionary, multi-dimensional sound placement technology. If your Sega CD is connected to stereo sound, you can submerge yourself in the magic of state-of-the-art QSound. This amazing sound technology gives you 180 degrees of audio in a greatly expanded sound field. You'll be surrounded in waves of 3-D sound!

## Balance

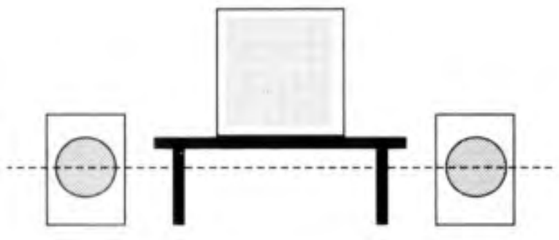
If your system has a single balance control, set it to the center balanced position. If each speaker in your stereo system has a separate volume control, set them as equally as possible.

## Speaker Cabling

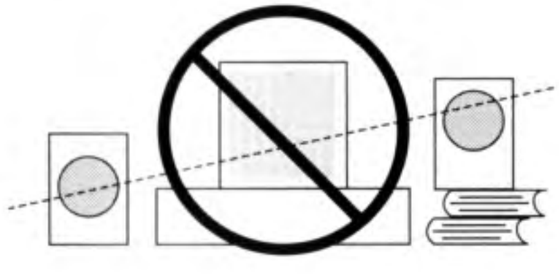
For proper phasing, make sure you match red to red and black to black (positive to positive, negative to negative) when connecting the wires from both the left and right speakers to the amplifier or sound board. One side of the speaker wire or lamp cord is often marked for this purpose with a line or ridge.

## Speaker Placement

Place the speakers at equal distance from the listener, on the same plane, at the same height and at least three feet from side walls. You can angle the speakers slightly.



Right.
Position speakers on the same plane, at the same height and angle.



Wrong.

# Getting Started

When you start the game, you'll see the Sega logo, followed by the *Sonic the Hedgehog CD* Title screen. Wait a few seconds and you'll see an animated intro sequence, then a brief game demo, and finally a Special Stage demo. Watch the demos for valuable hints on how to get through the Zones.

Press **Start** at the Special Stage demo or animated sequence to return to the Title screen. Press **Start** again to see the game menu. On this menu:

- Press the **D-Pad** left or right to cycle through the game modes.
- Press **Start** to choose your game option.

***New Game***

Starts the game from the beginning and cancels any game you saved previously.

***Continue***

Lets you resume a previous game from the beginning of the Round where you left off.

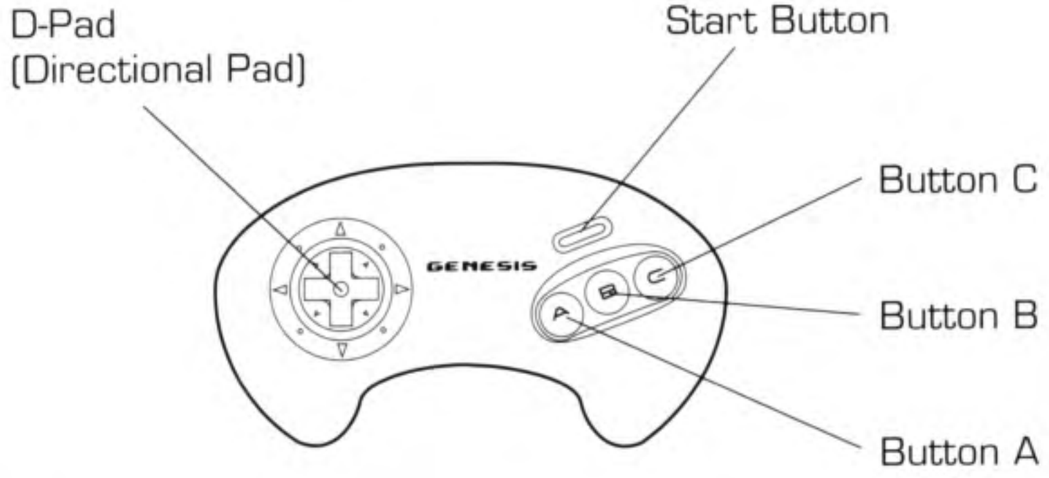
***Time Attack***

Lets you choose a Zone from the game and try for the shortest travel time from start to finish! For details, see page 17.

**Note:** *Sonic the Hedgehog CD* uses the backup RAM cache in your Sega CD to store saved game information. If there is no backup RAM available, a message to that effect will appear before the Title screen.



# Take Control!




***D-Pad***

- Press to move Sonic around the Zones.
- Press up to make Sonic look up. Press up TWICE, then hold, to scroll the screen up.
- Press down to make Sonic duck. Press down TWICE, then hold, to scroll the screen down.
- In the Special Stage, press down to slow Sonic down.
- Press left or right to make selections on the Title screen.
- Press to make selections on the Title and Time Attack menus.

***Start***

- Press to start the game.
- Press to cancel the Time Warp animation screen.
- Press to pause the game or resume play.

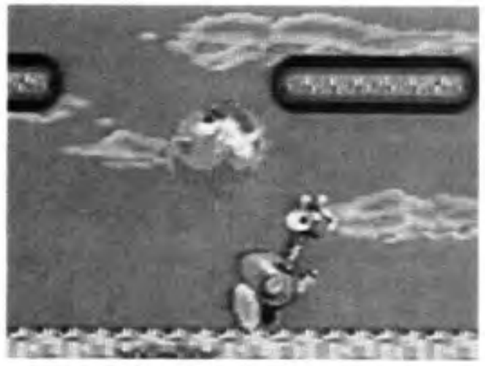
***Button A, B or C***

- Press to make Sonic jump and perform a Spin Attack.
- Press to move the flippers in Round 2, Collision Chaos.
- Press to enter your selections on the game menus.

**Note:** If you're using a Sega 6-Button Control Pad, please set it for three-button action. Buttons X, Y and Z are not used.

# Sonic's Super Stunts

***Super Spin Attack!***

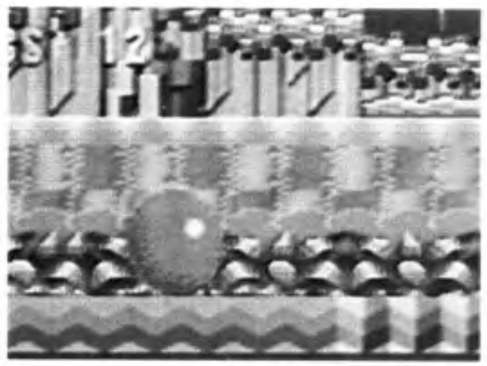


- Hold the **D-Pad** down when Sonic is running. He will roll into a spiky blue ball — great for mowing down enemies or bashing through barriers.
- Sonic is invulnerable to harm during a Super Spin Attack.

***Super Peel Out!***

- Make Sonic stand still, then hold the **D-Pad** UP while pressing **Button A**, **B** or **C**. Sonic's feet will start racing at turbo speed.
- Release the **D-Pad** to zoom off in a burst of speed!
- The Super Peel Out is an awesome way to zip uphill from a standing start.
- Sonic can take damage during a Super Peel Out.

***Super Spin Dash!***



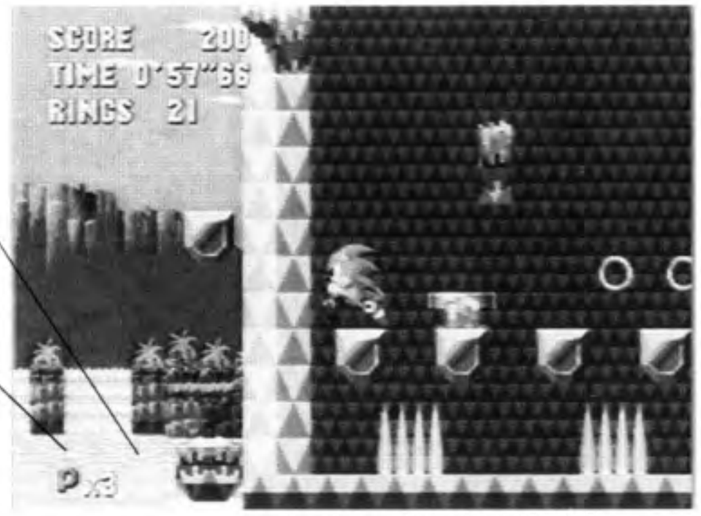
- Make Sonic stand still, then hold the **D-Pad** DOWN while pressing **Button A**, **B** or **C**. Sonic will start spinning in place.
- Release the **D-Pad** to blast off in a blaze of blue!
- Sonic is invulnerable to harm during a Super Spin Dash Attack.

***Super Grip!***

- If Sonic gets close enough to a pole, he'll automatically grab it and hold on.
- On vertical poles, press the **D-Pad** up or down to make him shift position.
- On horizontal poles, press the **D-Pad** left or right.
- Press **Button A**, **B** or **C** to make him let go.



# Race for the Rings!




***Score***

Increase your score by destroying enemy robots and blocks, and collecting bonuses at the end of each Zone.

***Timer***

This time counter shows how long you've been in the Zone. You have up to 10 minutes to complete the Zone. If you go over the time limit, you lose a Life.

***Rings***

Three things make you invulnerable to enemy attacks: Sonic's Super Spin Attack, his Super Spin Dash and Rings. As long as you have Rings, you can't be destroyed by an attack or by touching an enemy, although you will lose all your Rings. If you have no Rings, the Ring indicator will flash. If you get hit then, you lose a Life!

Rings earn extra points and special bonuses at the end of each Zone, so grab as many as you can! You need 50 Rings to enter the Special Stage.

***Lives***

You start each game with three Lives. Collect extra Lives by picking up 1-UP items, collecting 100 Rings or scoring 50,000 points.

***Time Frame***

This symbol shows the Time Frame you're currently in. You'll see a **Sonic** symbol for the present, a **P** for the Past, and an **F** for the Future. For more information, see page 10.

# Super Items

You'll find monitors stashed in every Round. Break them open with a Spin Attack to get the Super Items inside.

**Power Sneakers** give Sonic a super burst of speed!

A **Super Ring** gives you 10 Rings at once!

A **1-UP** gives you an extra Life!

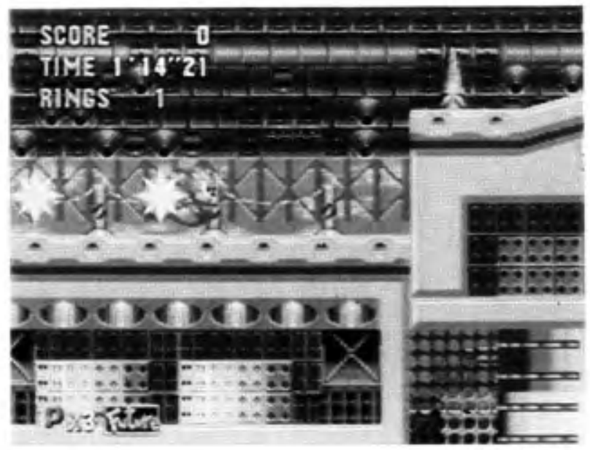
An **Invincible** protects you from enemies and some hostile terrain . . . but only for a short time.

A **Shield** absorbs one hit of damage.

A **Lamppost** records your present score and time the moment you touch it. If you lose a Life while in that Zone, you will start your next Life at the last Lamppost you touched. You'll keep your last score and time, though you'll lose all your Rings.



# The Time Warp




Time Warp signs, marked **Past** and **Future**, are scattered around each Zone. When you hit one of these signs and make it spin, a Past or Future symbol appears at the bottom of the screen. Now it's time to really pick up the pace!

When you start moving fast enough, you'll see bright stars trailing in Sonic's wake. If you can keep up your speed for a few seconds, the Time Warp will blaze into effect!

Be careful. Sudden changes of speed, slowing down or coming within range of the Goal will cancel the Time Warp. You can try for a Time Warp again as long as the symbol remains at the bottom of the screen.

The **Past** symbol takes you back in time to the same Zone as it was long, long ago. You can also use this symbol to warp from a future time to the present.

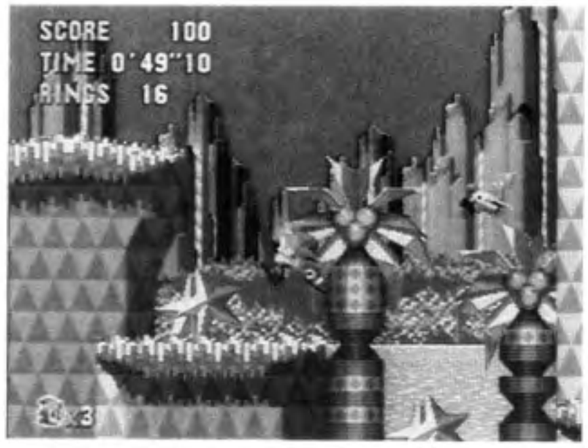
The **Future** symbol takes you one step ahead in time, from past to present, or from present to future. Since no one can set the future, there are two different possibilities: a future where the Little Planet is free of Robotnik's control, or a future where Dr. Robotnik has been allowed to run amok!

# Zoom through the Zones!

Each Round has three Zones. At the end of every third Zone, you'll face Dr. Robotnik and one of his weird contraptions!

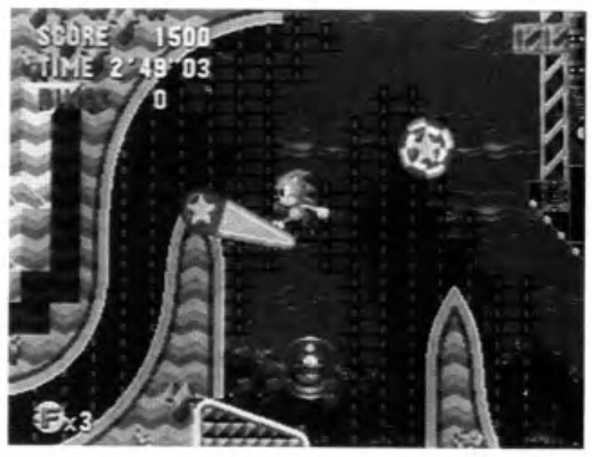
## Palmtree Panic

Loop the loops, twist through corkscrew turns, find footing on hidden platforms, and spin the wheels to blast up vertical ramps. This Round promises plenty of action for a fleet-footed hedgehog! Hope you remembered to bring your mosquito repellent, 'cuz some of these enemies take a big bite!




## Collision Chaos

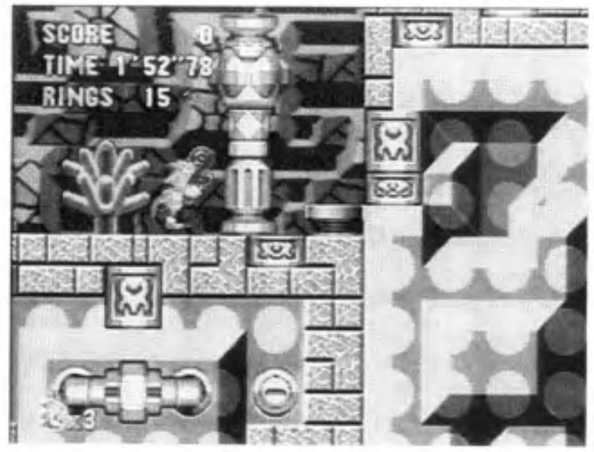
Sonic becomes a whirling blue pinball in this land of bright lights and bumpers, flippers and spikes. Robotnik's robots will really be gunning for you here! Mow 'em down first with a Spin Attack. Press **Button A**, **B** or **C** to activate the flippers and send Sonic flying through the pinball courses for big bonus points!






## Tidal Tempest

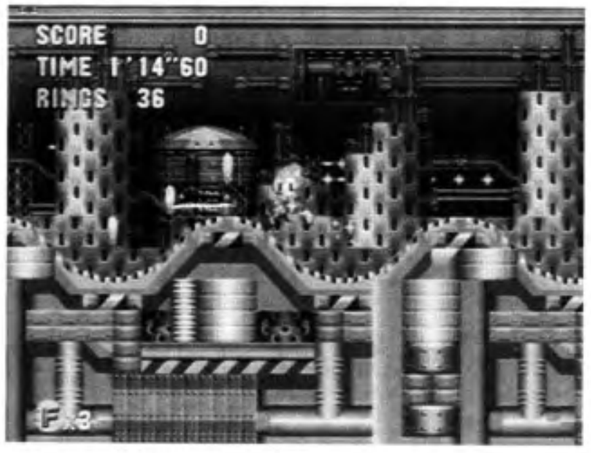
As you dive into this underwater adventure, remember that you'll need air once in awhile. If you go too long without it, a countdown appears. When the countdown reaches zero, you lose a Life.



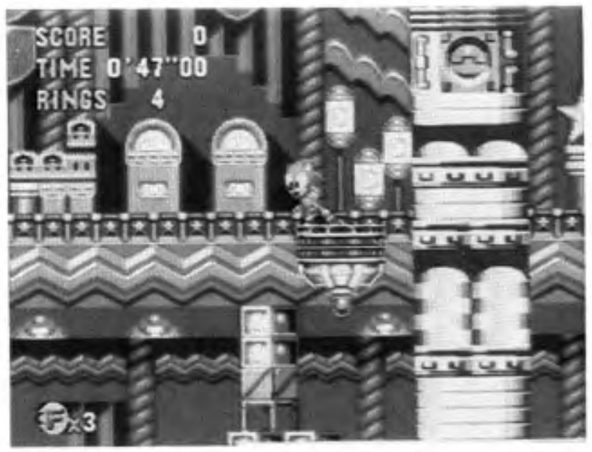

Take a deep breath from air bubbles that drift up from certain blocks. Switches activate propellers, and the current will send you spinning. Grab onto the nearest pole to save yourself from steel spikes!

## Quartz Quadrant

Look out for falling rocks as you race through a treasure trove of glittering gems. Touch the arrow signs to change the direction of the moving conveyor belts. Spiny snails, slimy caterpillars and cannon-toting beetles will try their best to slow you down!



## Wacky Workbench



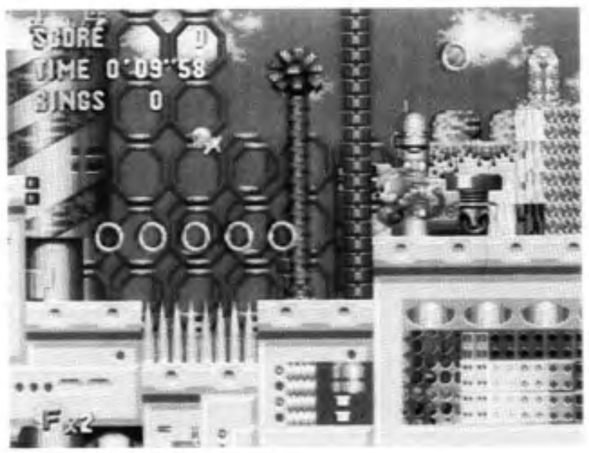

Electricity rules the Wacky Workbench, and the ground isn't always grounded! If you land on it when it's flashing, the current will bounce you high into the air. Turbines and bobbins send you spinning. Press **Button A**, **B** or **C** to sling yourself clear. Whirl yourself dizzy on turntable platforms, and don't get iced by the exhaust vents! When the electrical conduits around you begin to flicker, get out of the way or you'll be in for a shock!

## Stardust Speedway




Shoot through a maze of valves and pipes in a world of stardust and music, mind-boggling speed . . . and danger. Wipe out lightning bugs before they catch you in their currents. Look for ways to open passageways and bypass springs. Watch your step!

## Metallic Madness



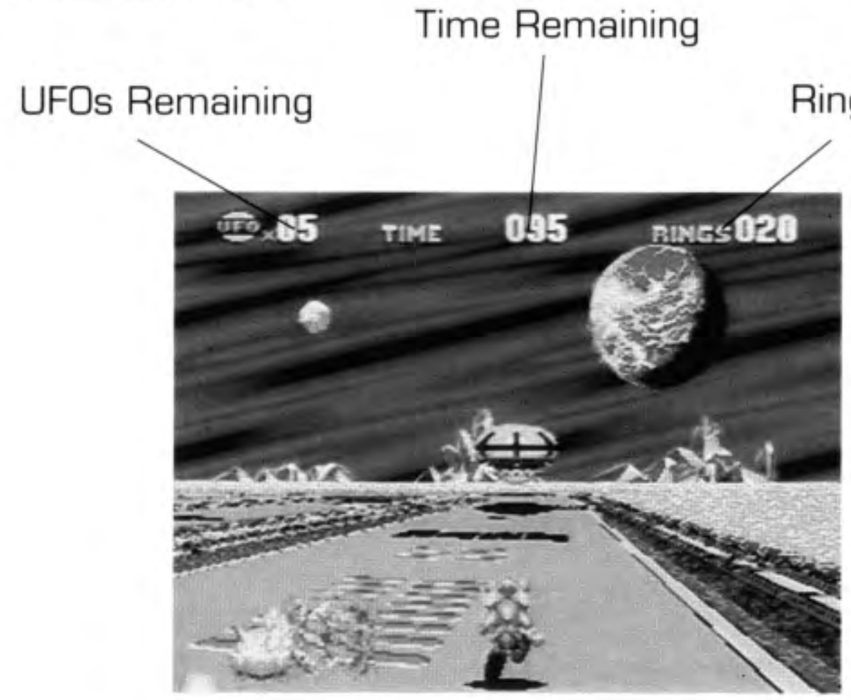

Evil Dr. Robotnik has created a nightmare of pumping pistons, walls of spikes and blade-wielding badniks out to slice and dice you. It'll take all your speed and skill to get through this stage. But once you do, it's time for the final showdown! The future is up to you . . . .



# The Special Stage

If you reach the Goal while carrying 50 Rings or more, you'll be able to enter the Special Stage. You'll see a large golden Ring. Leap through this Special Ring to enter the Special Stage.

The Special Stage has a three-dimensional course scattered with UFOs. If you can destroy all of the UFOs before the timer runs out, you'll pick up a Time Stone. Collect all seven Time Stones before Robotnik finds them!




Each UFO conceals one of the following items:

**Sneakers** give you an extra burst of speed!

**Super Ring** gives you 10 Rings at once!

**Time Bonus** adds 30 seconds to the timer!

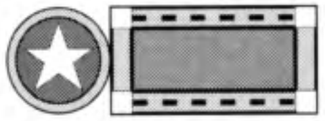
Some of the items you'll bump into in the Special Stage will help you. Others will make the course even more difficult! Here's what to look for:

**Chopper Blocks** grab your feet, knocking you flat on your face and making you drop some of your Rings. Ouch!

**Fan Blocks** send you spinning into the air. Use this free flight for short cuts, if you can time it just right!

Bounce high in the air on **Spring Blocks** for short cuts and airborne attacks!

**Dash Zones** send you speeding in the direction their arrows point to.



If you stray off course, the **Bumpers** will bounce you back

Going into the **Water** shaves 10 seconds off the timer!

You will exit the Special Stage if you pick up a Time Stone, if you leave the course (such as by going into water) for too long, or if the Timer runs out.

**Note:** Once you pick up all seven Time Stones, the Special Stage no longer appears.



# Settling the Score

Your score is tallied up at the end of each Zone.

***Score***

Enemies ..... 100 to 1000 points each

Dr. Robotnik's Boss Machines ..... 1000 points each

***Rings***

Rings held at the end of a Zone ..... 100 points each

***Time Bonus***

| If You Clear a Zone in Under: | You Receive: |
|---|---|
| 30 seconds | 50,000 points |
| 45 seconds | 10,000 points |
| 1 minute | 5000 points |
| 1 minute, 30 seconds | 4000 points |
| 2 minutes | 3000 points |
| 3 minutes | 2000 points |
| 4 minutes | 1000 points |

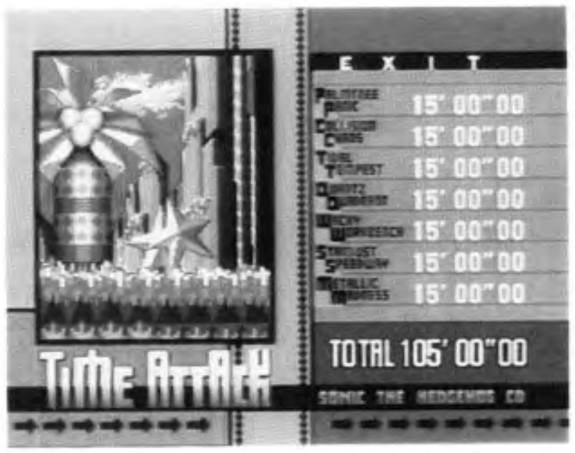
# Game Over/Continue

The game ends when you run out of Lives. Then the Title screen returns. To continue a game, select **Continue** from the game menu and press **Start**. You'll begin play at the first Zone of the last Round you played. There is no limit to the number of times you can continue.

# Time Attack

In Time Attack, you race against the clock, or compete with a friend to make it through the Rounds in the fastest time.

1. On the Title screen, select Time Attack and press **Start**. You'll see a menu of Rounds and the fastest time each Round (all three Zones) was run. The default time is 15 minutes.

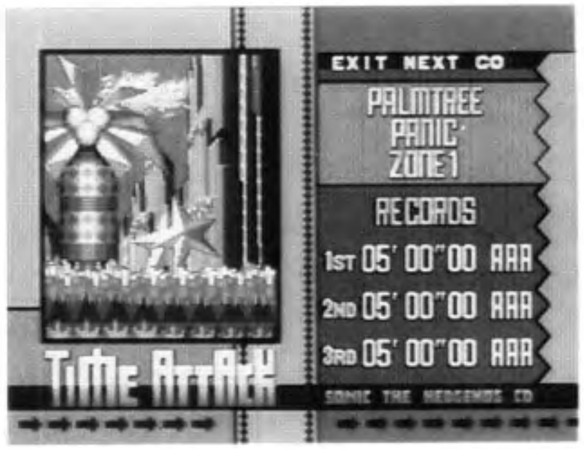
   
   

   **Note:** You can only run a Time Attack in a Round that has already been cleared in a regular game.

2. Press the **D-Pad** up or down to select the Round you want to enter. The selected entry will flash, and the screen will show a scene from that Round.

3. Press **Start** or **Button A**, **B** or **C** to go on to the Zone menu. If you want to go back to the Title screen, select **Exit** and press **Start** or **Button A**, **B** or **C**.

4. In the Zone menu, you will see the screen for Zone 1 of the Round you selected. You'll also see the three best times that Zone was run. The default time is five minutes. Three options appear at the top of the menu. Press the **D-Pad** right or left to choose one. The selected option is the one that is flashing.

   **Exit** .....Return to the Round menu.
   **Next**.....Go on to the next Zone.
   **Go** .....Begin play.



You have one chance to race through the Zone to reach the Goal sign in as few seconds as possible. Once the run is completed, or you lose a Life, the Zone menu returns.

**Note:** Past and Future symbols do not appear in Time Attack.

To exit a Time Attack game in progress, press **Start** to pause the action, and then press **Buttons A**, **B** and **C** simultaneously to return to the Zone menu.

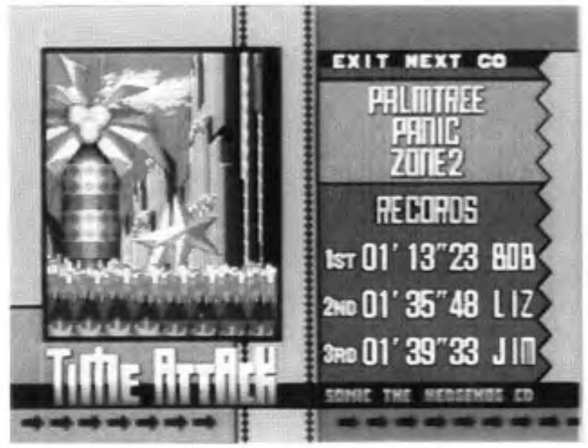
## Entering Your Name on The Time Attack Winners List

If your time is one of the top three fastest times, a display will flash on screen, showing your time and allowing you to enter your initials.

1. Press **Start** or **Button A**, **B** or **C**, and the first initial will flash.

2. Press the **D-Pad** up or down to cycle through the characters.

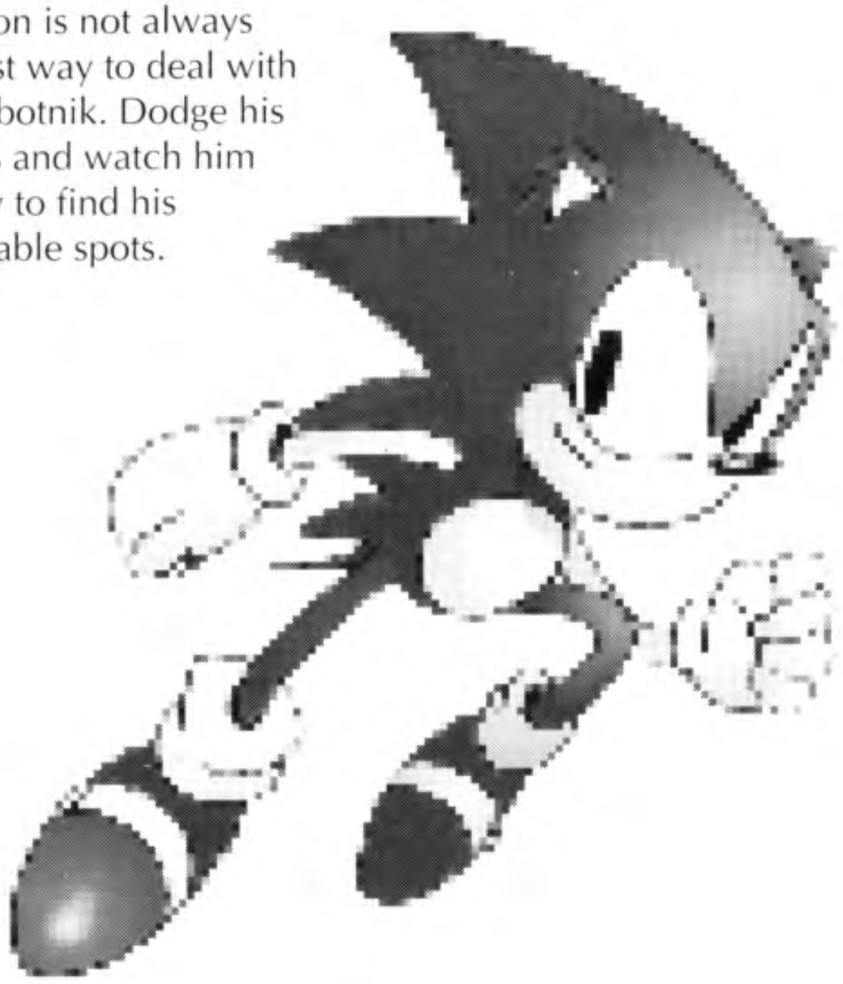
3. Press the **D-Pad** right to continue to the next initial, or left to go back to the previous initial.

4. When you finish entering your initials, press **Start** or **Button A**, **B** or **C**.

# High-Speed Hints

- Grab as many Rings as you can. They protect you from harm and earn special bonuses. Never go for too long without at least one Ring.
- Charging full speed ahead is not always the best way to get through a Zone. Often the areas where you can move the fastest are also the most dangerous. Try to learn the route before you pour on the speed!
- Watch enemies from a safe place to see how they move and attack. Some of them have invulnerable spots, and can do you damage even during a Super Spin Attack or Super Spin Dash! Find their weak spots, then let 'em have it!
- Each Zone is full of hidden routes and secret rooms filled with Super Items. Bounce off springs, press against walls and use the Super Spin Attack to discover them.
- Head-on is not always the best way to deal with Dr. Robotnik. Dodge his attacks and watch him closely to find his vulnerable spots.





MUSIC CREDITS FOR SONIC CD/NORTH AMERICAN VERSION

Music Composed, Arranged and Produced by
**Spencer Nilsen**
(except where indicated)
Co-composed and Co-arranged by
**David Young**
Vocals:
**"Pastiche"**
**Sandy Cressman**
**Jenny Meltzer**
**Becky West**
Keyboards and Synthesizer Programming
**Spencer Nilsen**
**David Young**
Drums and Percussion
**Brad Kaiser**
Electric and Acoustic Guitars
**Erik Frykman**
Digitally Recorded and Mixed at
**Sega Multimedia Studio, Redwood City, CA**
Engineered and Mixed by
**Spencer Nilsen and David Young**
Additional Music (Collision Chaos, Metallic Madness, Robotnik) Composed by
**Sterling with Armando Peraza and Bobby Vega**
Produced by
**Sterling with Charles Albert**
Guitar, Keyboards and Fairlight III Programming
**Sterling**
Bass
**Bobby Vega**
Percussion
**Armando Peraza**
Engineer
**Charles Albert**
Programming Assistant
**Roosevelt Hoover**
Production Coordinator
**Maurice Jackson**

Recorded and Mixed at
**iNTERMiX**

**Special Thanks**
**Everyone at Sega of America PD/MM, Joe, Tom, Walter, Barbara, "The Girls", David, Brad, Erik, Claire, QSound, Audix, Digital Support Group, Fairlight E.S.P. Propriety Limited, Opcode, Otari, Zoom and Illycafe Espresso... for keeping us awake.**

*Rhythms for "Palmtree Panic" inspired by Pete Escovedo's "Mister E"
on Crossover Records/Concord Jazz © 1988

## SONIC BOOM

**Music by Spencer Nilsen**
**Lyrics by Spencer Nilsen and Pastiche**

If you're strong you can fly
You can reach the other side
Of the rainbow
It's alright, take a chance
'Cause there is no circumstance
That you can't handle
(when you use your mind)

Mr. Bad's got it good
But this ain't his neighborhood
He's takin' over... no, no
Time is now, he can't hide
Find the power deep inside
And make it happen

Sonic Boom
Sonic Boom
Trouble keeps you runnin' faster
Sonic Boom...
Save the planet from disaster
Sonic Boom...
Spinning through a world in motion
Sonic Boom...
Take it all the way

Make your move, break it out
That's what life is all about
It's your adventure
From the dark to the light
On a supersonic flight
Gotta keep it going

Sonic Boom
Sonic Boom
Trouble keeps you runnin' faster
Sonic Boom...
Save the planet from disaster
Sonic Boom...
Spinning through a world in motion
Sonic Boom...
(repeat)

***Lyrics printed by permission © 1993**

# LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at this number:

**1-800-USA-SEGA**

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

**1-800-872-7342**

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

### *Repairs After Expiration of Warranty*

If your Sega CD compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

### *Limitations on Warranty*

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

**The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.**